Voyager

Voyagers are folk who travel the planes in search of answers to questions they themselves can't even begin to comprehend. With spirits to guide them and the wind at their back, every Voyager is eager to take the first step in their journey.

Core Voyager Traits

Primary Ability	Charisma
Hit Point Die	D8 per Voyager level
Saving Throw Proficiencies	Wisdom and Charisma
Skill Proficiencies	*Choose 3:* Arcana, Deception, History, Insight, Investigation, Medicine, Perception, and Persuasion.
Weapon Proficiencies	Simple weapons
Tool Proficiencies	Herbalism kits
Armour Training	Light armour

It's About the Journey

All Voyagers seek something. Be it an item, person, knowledge or an experience, Voyagers are equipped with the skills and tools to survive dangerous perils and reach their goal. For most Voyagers, though, they find that the journey is far more rewarding than their destination, and often best remember the fun times they had and quirky people they meet along the way.

Because of this, Voyagers are easily swayed to a life spent adventuring. Few care about the mundane or even magical trinkets and treasures they might stumble upon along the way, and instead crave the thrill of danger, the wonder of finding a long-lost civilization, or the joy of meeting new and exciting people. These things are invaluable to a Voyager, and becomes a cornerstone of their magical potential.

Accessing the distant energies of the universe, a Voyager can harness magic beyond their own comprehension, using it to support their allies and harass their foes. This magic is mighty, and a Voyager excels at making the most of their resources, as their spells cascade into each other.

Greater than One

As a Voyager, you're accompanied by spirits, phantasmal beings that drift around you as you travel. The nature of these spirits is often obscure; not even a Voyager really knows the goals, ambitions, or motivations of their harmonic spirits.

One thing that is known is that the spirits channel powerful magic. Drawing on the energies found on the outskirts on the universe, these spirits provide powerful boons and access to obscure spells, allowing a Voyager to best focus their craft in ways that suit their journey.

Creating a Voyager

When creating a Voyager, first consider how you came across your spirits. Are they ancient allies of your house, family, or tribe, and came to your side when you came of age? Or perhaps a strange encounter during your travels lead you to finding them, and now they follow you for reasons you can't explain.

Regardless of how you encountered your spirits, you also need to decide on their appearance and attitude. While they can't communicate, consider how your spirits emote; do they have facial expressions, make noises, or find some other way to interact with you and others? Or are they merely silent observers, simply orbiting you as they grant you their power.

Becoming a Voyager...

As a Level 1 Character

- Gain all the traits in the Core Voyager Traits table.
- Gain the Voyager's level 1 features, which are listed in the Voyager Features table.
- Gain the following starting equipment: Studded Leather, Crystal, Dagger, Herbalism Kit, Explorer's Pack, and 28 GP. Alternatively, you gain 100 GP instead.

As a Multiclass Character

- Gain the following traits from the Core Voyager traits table: Hit Point Die, proficiency in one skill of your choice from te Voyager's skil list, proficiency with Herbalism Kits, and training with Light armour.
- Gain the Voyager's level 1 features, which are listed in the Voyager Features table.

The Voyager

Level	Proficiency Bonus	Features	Spirits	Cantrips	Prepared Spells	1st	2nd	3rd	4th	5th
1	+2	Spellcasting, Harmonic Spirits	2	2	3	2	—	—	—	—
2	+2	Expertise, Resonant Power, Song of the Spirits	2	2	4	2	—	—	—	—
3	+2	Voyager's Impulse	2	3	5	3	—	—	—	—
4	+2	Ability Score Improvement	2	3	6	3	—	—	—	—
5	+3	Harmonic Burst, Subtle Ploy	3	3	7	4	2	—	—	—
6	+3	Voyager's Impulse feature	3	3	8	4	2	—	—	—
7	+3	Dreamscape	3	4	9	4	3	—	—	—
8	+3	Ability Score Improvement	3	4	10	4	3	—	—	—
9	+4	Magical Cascade	4	4	11	4	3	2	—	—
10	+4	Voyager's Impulse feature	4	4	12	4	3	2	—	—
11	+4	Lucidity	4	5	13	4	3	3	—	—
12	+4	Ability Score Improvement	4	5	14	4	3	3	—	—
13	+5	Dreamscape	5	5	15	4	3	3	1	—
14	+5	Voyager's Impulse feature	5	5	16	4	3	3	1	—
15	+5	Eclectic Wayfarer	5	6	17	4	3	3	2	—
16	+5	Ability Score Improvement	5	6	17	4	3	3	2	—
17	+6	—	6	6	18	4	3	3	3	1
18	+6	Ascendant Cascade	6	6	19	4	3	3	3	1
19	+6	Epic Boon	6	6	20	4	3	3	3	2
20	+7	Epic Journey	6	6	20	4	3	3	3	2

Voyager Class Features

As a Voyager, you gain the following class features when you reach the specified Voyager levels. These features are listed in the Voyager Features table.

Spellcasting

Level 1 Voyager feature

Your link to your spirits allows you to learn and cast spells. See chapter 7 for the rules on spellcasting. The information below details how you use those rules with Voyager spells, which appear in the Voyager spell list later in the class's description.

Cantrips. You know two Voyager cantrips of your choice. *Barrier* and *Focus* are recommended. Whenever you gain a Voyager level, you can replace one of your cantrips from this feature with another Voyager cantrip of your choice.

When you reach Voyager levels 3, 7, 11, and 15, you learn another Voyager cantrip of your choice, as shown in the Cantrips column of the Voyager Features table.

Spell Slots. The Voyager Features table shows how many spell slots you have to cast your level 1+ spells. You regain all expended slots when you finish a Long Rest.

Prepared Spells of Level 1+. You prepare the list of level 1+ spells that are available for you to cast with this feature. To start, choose three level 1 Voyager spells. *Cure Wounds*, *Dissonant Whispers*, and *Faerie Fire* are recommended.

The number of spells on your list increases as you gain Voyager levels, as shown in the Prepared Spells column of the Voyager Features table. Whenever that number increases, choose additional Voyager spells until the number of spells on your list matches the number in the Voyager Features table. The chosen spells must be of a level for which you have spell slots. For example, if you're a level 5 Voyager, your list of prepared spells can include seven Voyager spells of level 1 or 2 in any combination.

Changing Your Prepared Spells. Whenever you gain a Voyager level, you can replace one spell on your list with another Voyager spell for which you have spell slots.

Spellcasting Ability. Charisma is your spellcasting ability for your Voyager spells.

Spellcasting Focus. You can use an arcane focus to cast your Voyager spells. You don't need a focus for your Voyager spells if at least one of your spirits is drifting with you, except spells with Material components that are consumed by the spell or that have a cost specified in the spell.

Harmonic Spirits

Level 1 Voyager feature

You gain two spirits of your choice. The Astral and Empyrean are recommended. Spirits are described in the "Harmonic Spirit Options" section later in this class's description.

Gaining More Spirits. When you gain certain Voyager levels, you gain more spirits of your choice, as shown in the Spirits column of the Voyager Features table.

Spiritual Drift. Your spirits drift with you; meaning they share your space and move with you. As a Magic action, you can direct any number of your spirits to drift with allied creatures you can see within 120 feet of you, and you can direct multiple spirits to drift with one creature or several. Alternatively, as a Bonus Action, you can have one of your spirits move to drift with an allied creature you can see within 120 feet of you.

You can have any of your spirits return to drift with you on your turn (no action required). A spirit will also return to you if another creature they're drifting with is ever further than 120 feet away from you, or if you become Incapacitated.

Harmonic Form. Your spirits are illusions; they count as neither creatures nor objects, but are visible to you and all other creatures. You decide their appearance, although they can be no larger than the space of a creature they're drifting with. They don't obscure that creature's vision, nor do they obscure vision of that creature. They can't interact with any objects or creatures or move beyond the space of a creature they're drifting with, and a spirit drifting with an Invisible or otherwise hidden creature will also be obscured from view.

Bonus Cantrip. Detailed under each spirit is a cantrip you learn, associated with that spirit. These cantrips are Voyager spells for you, and don't count against the total number of cantrips you know.

Spirit Bonus. Each spirit has a benefit you can provide to any creature it drifts with, detailed under each spirit.

Harmonic Spells. Each spirit has its own list of spells associated with it. When you finish a Long Rest, you can choose a number of Harmonic Spells lists from among your spirits equal to half your total spirits (round up). Until you next finish a Long Rest, the listed spells of your Voyager level and lower are always prepared and are Voyager spells for you.

Expertise

Level 2 Voyager feature

You gain Expertise in one of your skill proficiencies of your choice. Persuasion is recommended if you have proficiency in it.

At Voyager level 9, you gain Expertise in two more of your skill proficiencies of your choice.

Resonant Power

Level 2 Voyager feature

You tap into the magic of your spirits. You can cast a spell of your choice from any of the spells among your spirits Harmonic Spells tables at each level without expending a spell slot, as long those spells are of your Voyager level or lower. You don't need to have the spell prepared, and it's a Voyager spell for you when you cast it this way.

Once you cast a spell this way, you can't cast it or another spell at the same level again using this feature until you finish a Long Rest.

Song of the Spirits

Level 2 Voyager feature

Your spirits teach you the sounds of the universe. You know two languages of your choice from the language tables in chapter 2. Each time you gain a new spirit, you learn an extra language of your choice.

Voyager Subclass

Level 3 Voyager feature

You gain a Voyager subclass of your choice. The Aspirant, Luminary, Oracle, and Warden subclasses are detailed after this class's description. A subclass is a specialisation that grants you features at certain Voyager levels. For the rest of your career, you gain each of your subclass's features that are of your Voyager level or lower.

Ability Score Improvement

Level 4, 8, 12, and 16 Voyager feature

You gain the Ability Score Improvement feat or another feat (see chapter 5) of your choice for which you qualify.

Harmonic Burst

Level 5 Voyager feature

Whenever you cast a Voyager cantrip that deals damage, you can add your Charisma modifier to one damage roll of that spell.

Subtle Ploy

Level 5 Voyager feature

You can cast a Voyager cantrip you know as a Bonus Action. A Voyager cantrip cast this way deals no damage, but any other effects of the cantrip still take place.

You can also maintain Concentration on two spells at once as long as one of those spells is a Voyager cantrip. If you lose Concentration while doing so, both spells end.

Dreamscape

Level 7 Voyager feature

At the start of a Long Rest, choose up to 6 allied creatures also resting with you. Both you and your chosen allies gain the following benefits upon finishing the rest:

Attentive Rest. They don't need to sleep, and can gain the benefits of a Long Rest while performing light activity, such as reading a book or keeping watch.

Inspiring Dreams. They can add 1d6 to two kinds of saving throws until they finish their next Long Rest, which you determine randomly by rolling twice on the table below. Re-roll if you get a duplicate result.

1d6	Saving Throw	1d6	Saving Throw
1	Strength	4	Intelligence
2	Dexterity	5	Wisdom
3	Constitution	6	Charisma

Magical Cascade

Level 9 Voyager feature

Whenever you expend a spell slot to cast a level 3+ Voyager spell, you create a spell slot. The slot you create is exactly two levels lower than the spell you cast and can't be higher than level 3. Spell slots you create with this feature vanish when you finish a Long Rest, and can only be used to cast Voyager spells.

Lucidity

Level 11 Voyager feature

You can take an extra Bonus Action on each of your turns, which can only be used to cast Voyager spells and use Voyager class features. You can't cast the same Voyager cantrip more than twice each turn.

Eclectic Wayfarer

Level 15 Voyager feature

You can cast *Teleport* or *Plane Shift* without expending a spell slot or requiring material components. If you cast *Plane Shift* this way, you can't use it to banish another creature.

Once you use this feature to cast either spell, you can't do so again until you finish 1d4 Long Rests.

Ascendant Cascade

Level 18 Voyager feature

Whenever you expend a spell slot to cast a level 5 Voyager spell, you also create a level 1 and a level 2 spell slot. Spell slots you create with this feature vanish when you finish a Long Rest, and can only be used to cast Voyager spells.

Epic Boon

Level 19 Voyager feature

You gain an Epic Boon feat (see chapter 5) or another feat of your choice for which you qualify. Boon of Spell Recall is recommended.

Epic Journey

20th-level Voyager feature

You're fulfilled with the places you've seen and moved by the people you've met. Your Proficiency Bonus increases by 1.

Voyager Spell List

This section presents the Voyager spell list. The spells are organised by spell level and then alphabetized. In the School column, each spell's school of magic is listed. In the Special column, C means the spell requires Concentration, R means it's a Ritual, and M means it requires a specific Material component. In the Source column, the source of the spell is listed; PHB is the *Player's Handbook*, XGE is *Xanathar's Guide to Everything*, TCE is *Tasha's Cauldron of Everything*, and VOY are spells that can be found at the end of the spell list.

Cantrips (Level 0 Voyager Spells)

Spell	School	Special	Source
Barrier	Abj.	—	VOY
Blade Ward	Abj.	C	PHB
Dancing Lights	Illu.	C	PHB
Elementalism	Trans.	—	PHB
Focus	Divin.	—	VOY
Friends	Ench.	C	PHB
Guidance	Ench.	C	PHB
Light	Evoc.	—	PHB
Mage Hand	Conj.	—	PHB
Mending	Trans.	—	PHB
Message	Divin.	—	PHB
Mind Sliver	Ench.	—	PHB
Minor Illusion	Illu.	—	PHB
Prestidigitation	Trans.	—	PHB
Resistance	Abj.	C	PHB
Spare the Dying	Necro.	—	PHB
Stall	Abj.	—	VOY

Level 1 Voyager Spells

Spell	School	Special	Source
Bane	Ench.	C	PHB
Bless	Ench.	C M	PHB
Charm Person	Ench.	—	PHB
Command	Ench.	—	PHB
Cure Wounds	Abj.	—	PHB
Detect Magic	Divin.	C R	PHB
Disguise Self	Illu.	—	PHB
Dissonant Whispers	Ench.	—	PHB
Expeditious Retreat	Trans.	C	PHB
Faerie Fire	Evoc.	C	PHB
Featherfall	Trans.	—	PHB
Fog Cloud	Conj.	C	PHB
Heroism	Ench.	C	PHB
Identify	Divin.	R M	PHB
Illusory Script	Illu.	R M	PHB
Longstrider	Trans.	—	PHB
Mage Armour	Abj.	—	PHB
Protection from Evil and Good	Abj.	C M	PHB
Shield	Abj.	—	PHB
Silent Image	Illu.	C	PHB
Sleep	Ench.	C	PHB
Tasha's Hideous Laughter	Ench.	C	PHB
Unseen Servant	Conj.	R	PHB

Level 2 Voyager Spells

Spell	School	Special	Source
Aid	Abj.	—	PHB
Alter Self	Trans.	C	PHB
Blindness/Deafness	Trans.	—	PHB
Blur	Illu.	C	PHB
Calm Emotions	Ench.	C	PHB
Detect Thoughts	Divin.	C	PHB
Enhance Ability	Trans.	C	PHB
Enlarge/Reduce	Trans.	C	PHB
Enthrall	Ench.	—	PHB
Hold Person	Ench.	C	PHB
Invisibility	Illu.	C	PHB
Locate Object	Divin.	C	PHB
Mind Spike	Divin.	C	PHB
Misty Step	Conj.	—	PHB
Phantasmal Force	Illu.	—	PHB
Rope Trick	Trans.	—	PHB
See Invisibility	Divin.	—	PHB
Silence	Illu.	C R	PHB
Suggestion	Ench.	C	PHB
Summon Beast	Conj.	C M	PHB
Tasha's Mind Whip	Ench.	—	TCE

Level 3 Voyager Spells

Spell	School	Special	Source
Blink	Conj.	—	PHB
Clairvoyance	Divin.	C M	PHB
Create Food and Water	Conj.	—	PHB
Dispel Magic	Abj.	—	PHB
Enemies Abound	Ench.	C	XGE
Fear	Illu.	C	PHB
Fly	Trans.	C	PHB
Haste	Trans.	C	PHB
Hypnotic Pattern	Illu.	C	PHB
Intellect Fortress	Abj.	C	TCE
Magic Circle	Abj.	M	PHB
Major Image	Illu.	C	PHB
Nondetection	Abj.	M	PHB
Protection from Energy	Abj.	C	PHB
Sending	Divin.	—	PHB
Slow	Trans.	C	PHB
Tiny Servant	Trans.	C	XGE
Water Breathing	Trans.	R	PHB
Water Walk	Trans.	R	PHB

Level 4 Voyager Spells

Spell	School	Special	Source
Arcane Eye	Divin.	C	PHB
Banishment	Conj.	C	PHB
Charm Monster	Ench.	—	PHB
Confusion	Ench.	C	PHB
Dimension Door	Conj.	—	PHB
Fabricate	Trans.	—	PHB
Greater Invisibility	Illu.	C	PHB
Hallucinatory Terrain	Illu.	—	PHB
Locate Creature	Divin.	C	PHB
Phantasmal Killer	Illu.	C	PHB
Polymorph	Trans.	C	PHB
Summon Elemental	Conj.	C M	PHB

Level 5 Voyager Spells

Spell	School	Special	Source
Animate Objects	Trans.	C	PHB
Conjure Elemental	Conj.	C	PHB
Creation	Illu.	—	PHB
Dominate Person	Ench.	C	PHB
Dream	Illu.	—	PHB
Far Step	Conj.	C	PHB
Geas	Ench.	—	PHB
Hold Monster	Ench.	C	PHB
Legend Lore	Divin.	—	PHB
Mass Cure Wounds	Abj.	—	PHB
Mislead	Illu.	C	PHB
Modify Memory	Ench.	C	PHB
Rary's Telepathic Bond	Divin.	R	PHB
Scrying	Divin.	C	PHB
Seeming	Illu.	—	PHB
Skill Empowerment	Trans.	C	XGE
Synaptic Static	Ench.	—	PHB
Teleportation Circle	Conj.	M	PHB

Additional Spells

The following spells are new spells for the Voyager class, and are listed in alphabetical order:

Barrier

Cantrip Abjuration

Casting Time: Action
Range: 15 feet
Components: S
Duration: 1 round

You create a safeguard for creature you can see within range, which lasts until the start of your next turn. The first time the target would take damage before the spell ends, you reduce the damage dealt to the target by 1d6, and the spell ends.

Cantrip Upgrade. The amount of damage you reduce increases by 1d6 when you reach levels 5 (2d6), 11 (3d6), and 17 (4d6).

Focus

Cantrip Divination

Casting Time: Action
Range: 30 feet
Components: S
Duration: 1 round

You magically draw attention to a creature you can see within range; the next attack roll made against it before the end of your next turn gains a bonus to the roll, which is equal to a d6.

You can also have the target make a Wisdom saving throw. On a failed save, the target also has disadvantage on Dexterity (Stealth) and Dexterity (Slight of Hand) checks for the duration.

Cantrip Upgrade. This spell's range increases by 30 feet when you reach 5th level (60 feet), 11th level (90 feet), and 17th level (120 feet).

Stall

Cantrip Abjuration

Casting Time: Action
Range: 30 feet
Components: V, S
Duration: 1 round

You impose a magical force on creature you can see within range, who must succeed a Strength saving throw. On a failed save, it must spend 2 feet of movement for every 1 foot it moves towards you until the start of your next turn.

Cantrip Upgrade. This spell's range increases by 30 feet when you reach 5th level (60 feet), 11th level (90 feet), and 17th level (120 feet).

Harmonic Spirit Options

The following spirits are listed in alphabetical order:

The Astral

An entity of space, who encourages you to explore infinity.

Bonus Cantrip. You learn the *Starry Wisp* cantrip.

Seeking Spirit. The creature the astral is drifting with gains Blindsight with a range of 10 feet.

Astral Harmonic Spells

Voyager Level	Spell	Source
1	*Magic Missile*	PHB
5	*Knock*	PHB
9	*Counterspell*	PHB
13	*Otiluke's Resilient Sphere*	PHB
17	*Wall of Force*	PHB

The Empyrean

An agent of light, who guides you to aid others.

Bonus Cantrip. You learn the *Sacred Flame* cantrip.

Luminous Spirit. The creature the empyrean is drifting with can begin shedding bright light on its turn in a 20-foot radius sphere and dim light for an additional 20 feet, or stop shedding the same light (no action required).

Empyrean Harmonic Spells

Voyager Level	Spells	Source
1	*Healing Word*	PHB
5	*Prayer of Healing*	PHB
9	*Mass Healing Word*	PHB
13	*Aura of Life*	PHB
17	*Summon Celestial*	PHB

The Fallen

A being of death, who reminds you of mortality.

Bonus Cantrip. You learn the *Chill Touch* cantrip.

Dying Spirit. The creature the fallen is drifting with has advantage on death saving throws.

Fallen Harmonic Spells

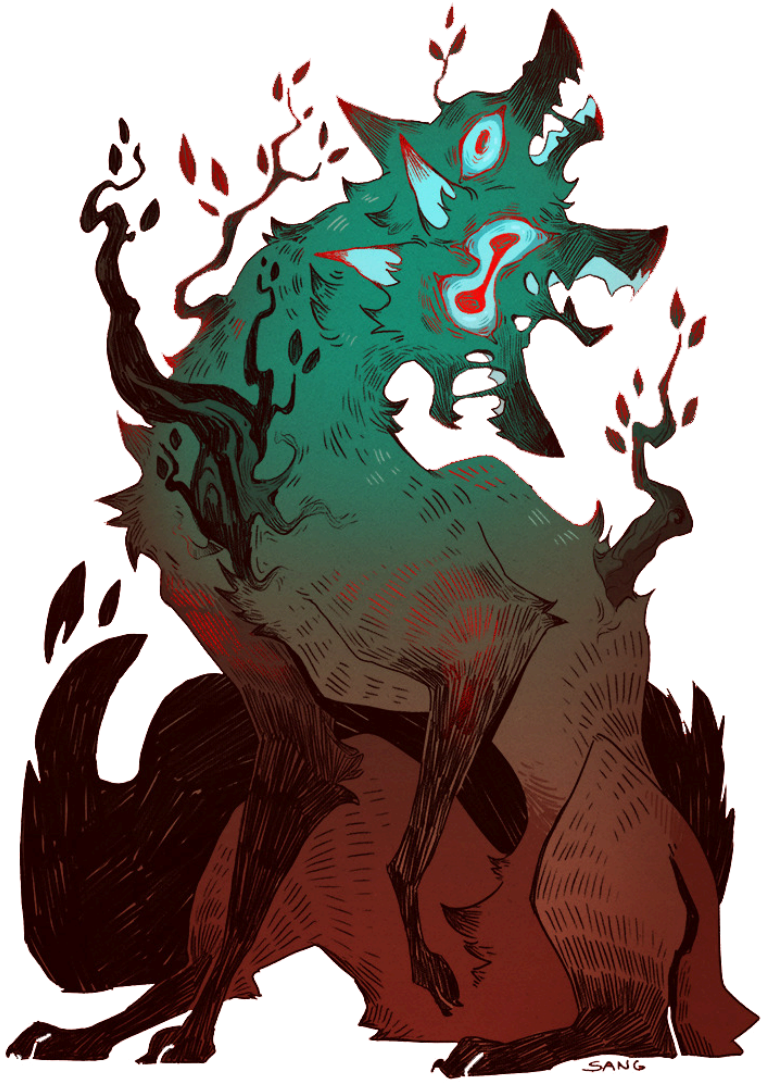
Voyager Level	Spells	Source
1	*Cause Fear*	XGE
5	*Ray of Enfeeblement*	PHB
9	*Summon Undead*	PHB
13	*Death Ward*	PHB
17	*Contagion*	PHB

The Hellion

An omen of suffering, who enjoys inflicting misery.

Bonus Cantrip. You learn the *Acid Splash* cantrip.

Merciless Spirit. Once per turn when the creature the hellion is drifting with deals damage, it can choose one creature that suffered that damage and deal additional damage to it equal to your Proficiency Bonus.



Hellion Harmonic Spells

Voyager Level	Spells	Source
1	*Hellish Rebuke*	PHB
5	*Melf's Acid Arrow*	PHB
9	*Stinking Cloud*	PHB
13	*Vitriolic Sphere*	PHB
17	*Cloudkill*	PHB

The Tectonic

A force of earth, who encourages you to remain steadfast.

Bonus Cantrip. You learn the *Thunderclap* cantrip.

Enduring Spirit. The creature the tectonic is drifting with gains Temporary Hit Points equal to your Proficiency Bonus when the tectonic first drifts with it and at the start of each of its turns. These Temporary Hit Points only last while the tectonic is drifting with it.

Tectonic Harmonic Spells

Voyager Level	Spells	Source
1	*Earth Tremor*	XGE
5	*Earthbind*	XGE
9	*Erupting Earth*	XGE
13	*Stoneskin*	PHB
17	*Wall of Stone*	PHB

The Torrent

An essence of water, who teaches you to flow.

Bonus Cantrip. You learn the *Ray of Frost* cantrip.

Flowing Spirit. The creature the torrent is drifting with has a climbing and swimming speed equal to their walking speed, and can breathe air and water.

Torrent Harmonic Spells

Voyager Level	Spells	Source
1	*Create or Destroy Water*	PHB
5	*Moonbeam*	PHB
9	*Tidal Wave*	XGE
13	*Control Water*	PHB
17	*Cold of Cold*	PHB

The Verdant

An agent of nature, who reminds you appreciate life.

Bonus Cantrip. You learn the *Thorn Whip* cantrip.

Lush Spirit. The creature the verdant is drifting with ignores non-magical difficult terrain.

Verdant Harmonic Spells

Voyager Level	Spells	Source
1	*Entangle*	PHB
5	*Spike Growth*	PHB
9	*Plant Growth*	PHB
13	*Grasping Vine*	PHB
17	*Circle of Power*	PHB

The Whimsy

An omen of oddities, who delights in mischief.

Bonus Cantrip. You learn the *Vicious Mockery* cantrip.

Bombastic Spirit. The creature the whimsy is drifting with has Advantage on Saving Throws against the Charmed and Frightened conditions.

Whimsy Harmonic Spells

Voyager Level	Spells	Source
1	*Colour Spray*	PHB
5	*Mirror Image*	PHB
9	*Summon Fey*	PHB
13	*Compulsion*	PHB
17	*Yolande's Regal Presence*	PHB

The Wildfire

An entity of ember, who encourages you to unleash the flames.

Bonus Cantrip. You learn the *Fire Bolt* cantrip.

Blazing Spirit. When the creature the wildfire is drifting with rolls Initiative, they can add your Proficiency Bonus to the roll.

Wildfire Harmonic Spells

Voyager Level	Spells	Source
1	*Burning Hands*	PHB
5	*Scorching Ray*	PHB
9	*Fireball*	PHB
13	*Wall of Fire*	PHB
17	*Immolation*	XGE

The Zephyr

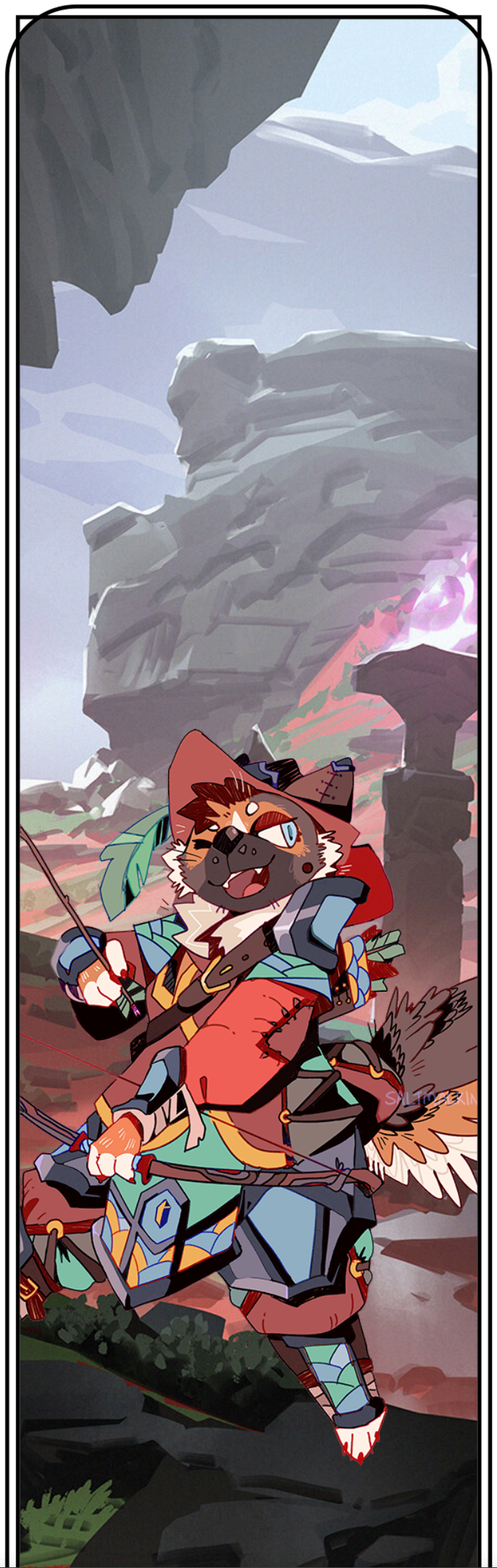
An essence of wind, who encourages you to run free.

Bonus Cantrip. You learn the *Shocking Grasp* cantrip.

Roaming Spirit. The creature the zephyr is drifting with becomes swift and sure-footed. Its speed increases by 5 feet, and opportunity attacks against it have Disadvantage.

Zephyr Harmonic Spells

Voyager Level	Spells	Source
1	*Jump*	PHB
5	*Gust of Wind*	PHB
9	*Call Lightning*	PHB
13	*Freedom of Movement*	PHB
17	*Control Winds*	XGE



Voyager Subclasses

Each Voyager is defined by what they seek. It shapes them, guiding their magic and and focusing them towards their goals.

Aspirant

For an aspirant, their magic is a path for them to achieve glory. Seeking out challenges and trials, these voyagers hope to carve their name into legend as epic heroes. They feel at ease in battle, effortlessly blending their magic and their skill with warfare to become an exemplary force on the battlefield.

Instinctive Prowess

Level 3 Aspirant feature

You gain proficiency with one of the following skills of your choice: Acrobatics, Athletics, or Intimidation.

Martial Training

Level 3 Aspirant feature

You gain proficiency with Martial weapons and training with Medium armour and Shields. Whenever you make a weapon attack, you can use your Charisma modifier for the attack and damage rolls instead of using Strength or Dexterity.

In addition, you can use a Simple or Martial weapon as a Spellcasting Focus to cast your Voyager spells if at least one of your spirits is drifting with you.

Battle Spirits

Level 3 Aspirant feature

In addition, as a Bonus Action, you can command one of your spirits to drift with a hostile creature within 60 feet of you. A hostile creature who has at least one spirit drifting with it subtracts 1d6 from all of its damage rolls.

A hostile creature with a spirit drifting with it can make a Charisma saving throw (DC equals 8 plus your Proficiency Bonus plus Charisma modifier) at the end of each of its turns. On a success, the spirit returns to drift with you, and your spirits can't drift with that creature again for 1 hour.

You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain any expended uses when you finish a Long Rest.

Combat Weave

Level 6 Aspirant feature

You can make one attack with a weapon as a Bonus Action.

Once you do so, you can't do so again until you cast a Voyager cantrip or until you finish a Short or Long Rest.

Fortitude

Level 10 Aspirant feature

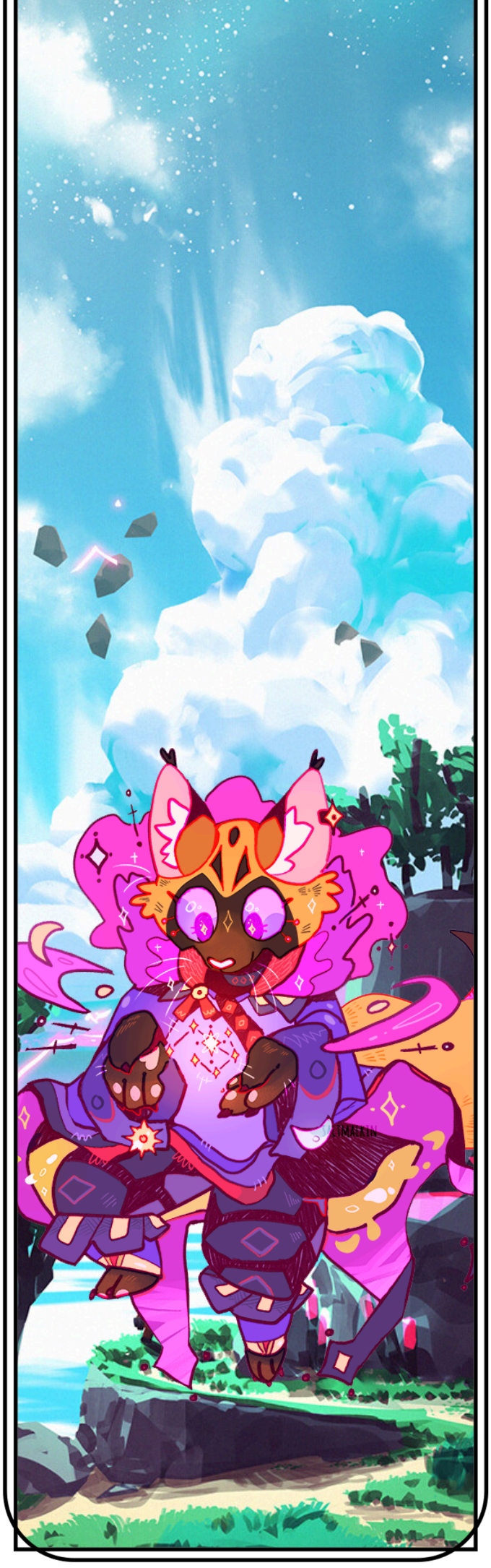
Whenever you roll Initiative or succeed on a Saving Throw (except Constitution saving throws you make to maintain Concentration), you gain Temporary Hit Points equal to your Charisma modifier plus your Voyager Level.

Improved Combat Weave

Level 14 Aspirant feature

You regain your use of Combat Weave when you cast any Voyager spell, not just a cantrip.

Furthermore, when you cast a level 1+ Voyager spell, you gain a bonus to the attack roll of the next weapon attack you make on the same turn. This bonus is equal to the spell's level.



Luminary

For a luminary, their magic is a tool to sway others. Many do so out of noble intention, wanting to make the world a better place for the people who live in it. However, some seek out those who will admire and fawn over them, wanting nothing more than to be showered with attention and gifts.

Instinctive Charm

Level 3 Luminary feature

You gain proficiency with one of the following skills of your choice: Deception, Persuasion, or Performance.

Luminous Ward

Level 3 Luminary feature

While you aren't wearing Medium or Heavy armour or wielding a Shield, you gain a bonus to your AC equal to your Charisma modifier (minimum of +1). If you take any damage, you lose this benefit until the start of your next turn.

Beguile

Level 3 Luminary feature

You know the *Stall* cantrip. If you already know it, you learn a different Voyager cantrip of your choice. The cantrip doesn't count against your number of cantrips known.

Whenever you cast a cantrip that deals no damage at a creature and you hit with the attack roll or the target fails on a saving throw against the cantrip, you can give the target the Charmed condition until the end of your next turn or until it takes damage. The Charmed creature has Disadvantage on attack rolls, its Speed is halved, and it must spend its movement on its turn moving directly towards you if it can see you—otherwise it doesn't move. If the creature moves within 5 feet of you, the Charmed condition ends.

You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain any expended uses when you finish a Long Rest.

Distracting Flourish

Level 6 Luminary feature

As a Reaction when a creature moves within 5 feet of you, you can reduce their speed to 0. You can then either push that creature up to 15 feet directly away from you, or you can teleport to an unoccupied space within 15 feet of that creature that you can see.

Once you use this feature, you can't do so again until you finish a Short or Long Rest.

Radiant Magic

Level 10 Luminary feature

You have Advantage on Charisma (Deception, Persuasion, and Performance) checks you make while at least one of your spirits is drifting with you.

Iridescence

Level 14 Luminary feature

As a Bonus Action, you can shroud yourself in illusion magic for 1 minute, or until you dismiss it (no action required). While shrouded, you have the Invisible condition. Creatures within 5 feet of you ignore the Invisible condition on you while you're shrouded in this way.

Once you use this feature, you can't do so again until you finish a Long Rest.

Oracle

For an oracle, their magic is a tool to further their search for knowledge. Travelling between libraries and other places of research, an oracle seeks to ask the questions no one has yet thought to ask, searching for magical secrets, lost civilisations, and ancient ruins.

Instinctive Knowledge

Level 3 Oracle feature

You gain proficiency with one of the following skills of your choice: Arcana, History, or Religion.

Expansive Magic

Level 3 Oracle feature

When can cast a Voyager spell with a range of touch, you can target allied creatures that has at least one of your spirits drifting with them, even if that ally isn't within 5 feet of you.

Procognition

Level 3 Oracle feature

At the start of an enemy creature's turn, you can use your Reaction to cast any Voyager cantrip with a casting time of 1 action. A Voyager cantrip cast this way deals no damage, but any other effects of the cantrip still take place.

You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain any expended uses when you finish a Long Rest.

Consult the Spirits

Level 6 Oracle feature

You always have the *Augury* spell prepared, and you can cast it without a Material component if at least one of your spirits is drifting with you. You can also cast it once without a spell slot, and you regain the ability to cast it in this way when you finish a Long Rest.

When you cast *Augury* using this feature, you have Advantage on ability checks relating to the course of action you sought an omen regarding for 30 minutes.

Improved Procognition

Level 10 Oracle feature

You regain one expended use of your Precognition when you finish a Short Rest.

When you cast a cantrip as a Reaction using Precognition, that cantrip can deal damage.

Foresight

Level 14 Oracle feature

When you roll Initiative and aren't Incapacitated, you can immediately take an extra turn before any other creature. When you make a D20 Test during the first round of combat, you do so with Advantage.

Once you use this feature, you can't do so again until you finish a Long Rest.

Warden

For a warden, their magic is a way for them to find solace. Each one seeks peace and tranquillity, wanting to fulfil a personal goal, or lead a simple life helping others. Living life on the road, they take each day as it comes, making sure to take nothing for granted as they surround themselves with friends to share a journey, a meal, and a story with.

Instinctive Acuity

Level 3 Warden feature

You gain proficiency with one of the following skills of your choice: Nature, Medicine, or Survival.

Panacea

Level 3 Warden feature

When you cast a level 1+ Voyager spell, you can choose an allied creature with at least one of your spirits drifting with them. They restore Hit Points equal to 1 plus the spell slot's level.

Bounfiful Spirits

Level 3 Warden feature

As a Bonus Action, you can choose one of your spirits. Creatures of your choice within 30 feet of the creature that spirit is drifting with gain the benefits of that spirit until the end of your next turn, as if your spirit was drifting with them.

You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain any expended uses when you finish a Long Rest.

Steadfast Spirits

Level 6 Warden feature

You always have the *Summon Beast* spell prepared. You can cast it once without a spell slot, and you regain the ability to cast it in this way when you finish a Long Rest.

Any creature summoned or created by a Voyager spell that you cast gains the following benefits:

- The creature gains Temporary Hit Points equal to your Voyager level when you summon it.
- The creature gains the benefits of each of your spirits, as if your spirits were drifting with it.

Improved Panacea

Level 10 Warden feature

You can use your Panacea feature twice each time you cast a level 1+ Voyager spell, targeting the same target twice or healing two seperate targets that each have at least one of your spirits drifting with them.

Duality

Level 14 Warden feature

When you summon or create a creature with a Voyager spell, you can conjure an exact copy of that creature in an unoccupied space within 10 feet of the original. The copy has the same statistics as the original, and you can issue the same or separate commands to the copy whenever you command the original.

Once you use this feature, you can't do so again until you finish a Long Rest.

Credits

Lead Designer/Producer: *Rain-Junkie*
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